

**KONAMI®**

**X-MEN™**

**4 PLAYER**

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Service & Parts

**708-215-5100**

Jerry Korbecki (Service Manager) ext. 122

# **INSTRUCTION MANUAL**

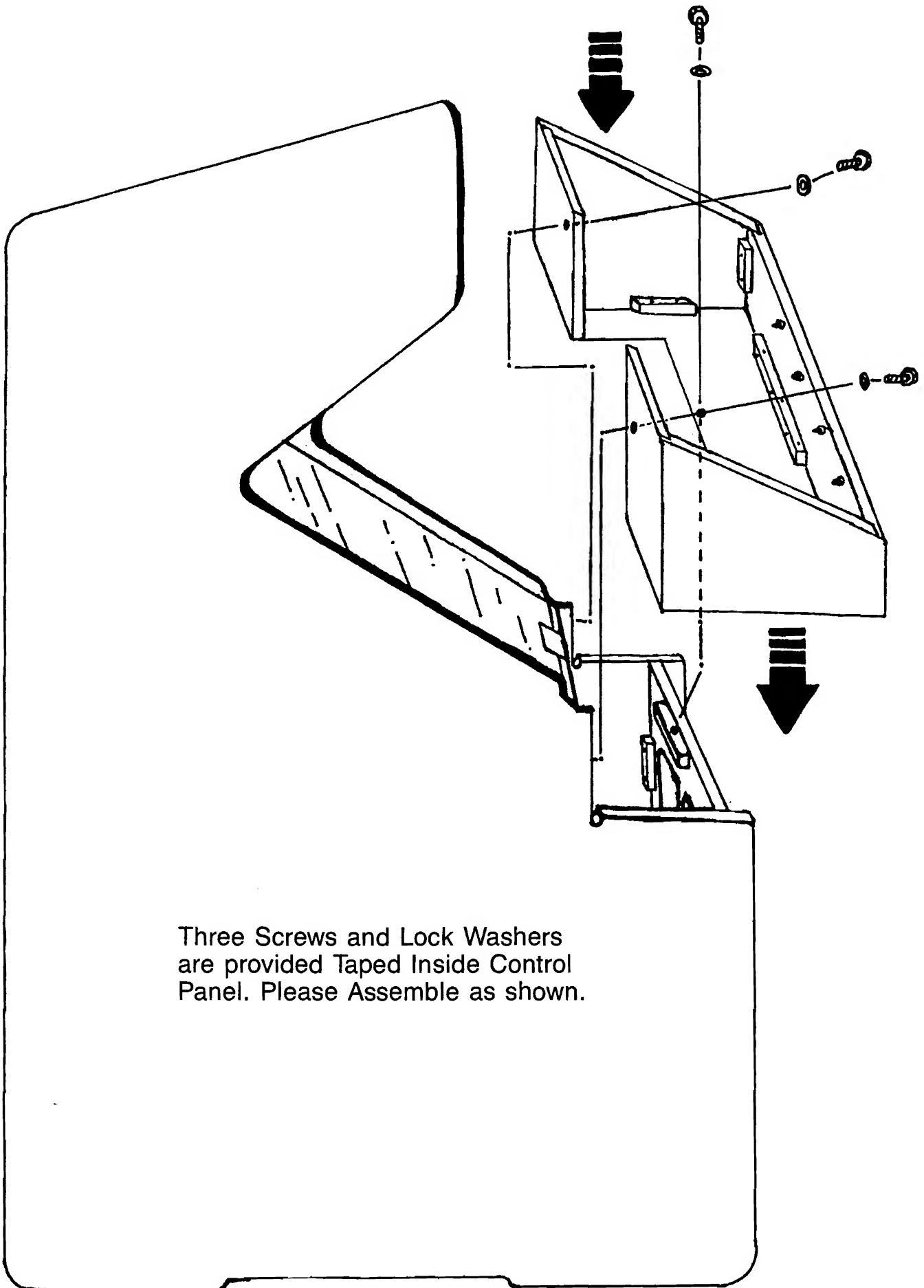
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## **X-MEN 4 PLAYER PARTS LIST**

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| <b>Part #</b> | <b>Description</b>       |
|---------------|--------------------------|
| 065011        | DC Harness               |
| 065110        | Control Panel Overlay    |
| 065111        | Player Instruction Decal |
| 065210        | Marquee                  |
| 065253        | X-MEN 4 Player P.C.B.    |
| 065310        | Upper Right Side Decal   |
| 065311        | Upper Left Side Decal    |
| 065312        | Middle Right Side Decal  |
| 065313        | Middle Left Side Decal   |
| 065314        | Lower Right Side Decal   |
| 065315        | Lower Left Side Decal    |
| 065410        | Instruction Manual       |
| 072010        | AC Harness               |
| 30255         | Red Micro Button         |
| 30256         | Yellow Micro Button      |
| 30258         | Blue Micro Button        |
| 30261         | Micro Switch             |
| 30262         | Palnut                   |
| 30323         | Red Joystick             |
| 30324         | Blue Joystick            |
| 30325         | Yellow Joystick          |
| 30328         | Violet Joystick          |
| 35201         | Isolation Transformer    |
| 35404         | Power Supply             |
| 40356         | Monitor Glass            |
| 40357         | Marquee Glass            |
| 40524         | 25 Inch Monitor          |
| 40611         | Monitor Bezel            |

## CONTROL PANEL ASSEMBLY



Three Screws and Lock Washers  
are provided Taped Inside Control  
Panel. Please Assemble as shown.

# X-MEN 4 PLAYER WIRING HARNESS

|               |                 | Solder Side ← |    | → Parts Side    |              |
|---------------|-----------------|---------------|----|-----------------|--------------|
| BLACK         | GND             | A             | 1  | GND             | BLACK        |
| BLACK         | GND             | B             | 2  | GND             | BLACK        |
| RED           | +5V DC          | C             | 3  | +5V DC          | RED          |
| RED           | +5V DC          | D             | 4  | +5V DC          | RED          |
|               | NOT USED        | E             | 5  | NOT USED        |              |
| ORANGE        | +12V DC         | F             | 6  | +12V DC         | ORANGE       |
|               | *KEY            | H             | 7  | *KEY            |              |
|               | (EMPTY)         | J             | 8  | COIN COUNTER    | GREEN/VIOLET |
|               | (EMPTY)         | K             | 9  | (EMPTY)         |              |
|               | (EMPTY)         | L             | 10 | (EMPTY)         |              |
|               | (EMPTY)         | M             | 11 | (EMPTY)         |              |
| WHITE/GREEN   | VIDEO GREEN     | N             | 12 | VIDEO RED       | RED/WHITE    |
| WHITE         | VIDEO SYNC      | P             | 13 | VIDEO BLUE      | BLUE/WHITE   |
|               | (EMPTY)         | R             | 14 | VIDEO GROUND    | BLACK        |
|               | (EMPTY)         | S             | 15 | TEST SWITCH     | YELLOW       |
| WHITE/VIOLET  | COIN 2          | T             | 16 | COIN 1          | BLUE/VIOLET  |
|               | NOT USED        | U             | 17 | NOT USED        |              |
| BLUE/YELLOW   | 2P UP           | V             | 18 | 1P UP           | ORANGE/WHITE |
| VIOLET/YELLOW | 2P DOWN         | W             | 19 | 1P DOWN         | BLACK/WHITE  |
| ORANGE/GREEN  | 2P LEFT         | X             | 20 | 1P LEFT         | RED/GRAY     |
| ORANGE/YELLOW | 2P RIGHT        | Y             | 21 | 1P RIGHT        | WHITE/GRAY   |
| BLACK/YELLOW  | 2P ATTACK       | Z             | 22 | 1P ATTACK       | RED/WHITE    |
| ORANGE/GRAY   | 2P JUMP         | a             | 23 | 1P JUMP         | GREEN/ORANGE |
| ORANGE        | 2P MUTANT POWER | b             | 24 | 1P MUTANT POWER | RED/BLUE     |
|               | NOT USED        | c             | 25 | NOT USED        |              |
|               | NOT USED        | d             | 26 | NOT USED        |              |
| BLACK         | GND             | e             | 27 | GND             | BLACK        |
| BLACK         | GND             | f             | 28 | GND             | BLACK        |

(BASE COLOR/LINE COLOR)

# **X-MEN 4 PLAYER SUB HARNESS FOR 3 & 4 PLAYERS**

## **CN3 3P CONTROLS**

|    |                 |              |
|----|-----------------|--------------|
| 1  | Coin 3          | Violet/White |
| 2  | Empty           |              |
| 3  | 3P Left         | White/Red    |
| 4  | 3P Right        | White/Yellow |
| 5  | 3P Up           | White/Black  |
| 6  | 3P Down         | White/Blue   |
| 7  | 3P Attack       | White/Brown  |
| 8  | 3P Jump         | White/Orange |
| 9  | 3P Mutant Power | White        |
| 10 | Empty           |              |
| 11 | Empty           |              |
| 12 | Empty           |              |
| 13 | Empty           |              |
| 14 | Empty           |              |
| 15 | Ground          | Black        |

## **CN4 4P CONTROLS**

|    |                 |              |
|----|-----------------|--------------|
| 1  | Coin 4          | Blue         |
| 2  | Empty           |              |
| 3  | 4P Left         | Yellow/Brown |
| 4  | 4P Right        | Brown/Black  |
| 5  | 4P Up           | Yellow/Green |
| 6  | 4P Down         | Yellow/Red   |
| 7  | 4P Attack       | Yellow/White |
| 8  | 4P Jump         | Yellow/Blue  |
| 9  | 4P Mutant Power | Yellow       |
| 10 | Empty           |              |
| 11 | Empty           |              |
| 12 | Empty           |              |
| 13 | Empty           |              |
| 14 | Empty           |              |
| 15 | Ground          | Black        |

# X-MEN 4 PLAYER TECHNICAL INFORMATION

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## TECHNICAL INFORMATION

- |  |  |
|--|--|
| <p>(1) Required power capacity<br/>GND-Vcc 5V 5A or more<br/>GND-(+12V)<br/>*See the Wiring Diagram.</p> <p>(2) Output<br/>R (red) analog, positive<br/>G (green) analog, positive<br/>B (blue) analog, positive<br/>SYNC. H-V complexed, negative</p> | <p>(3) There is no sound volume knob on the PCB. Sound level should be adjusted in the Manual Test mode.<br/>(See next page.)</p> <p>(4) Handle with care.</p> |
|--|--|

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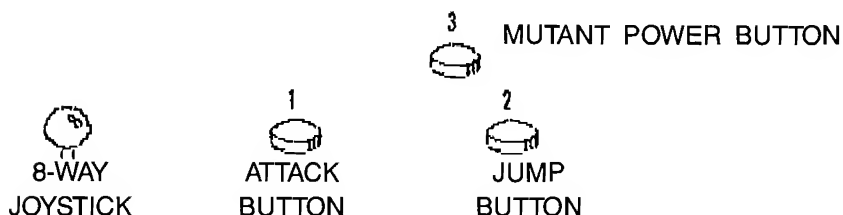
## PLAY INSTRUCTION

- 1 to 4 players can play at the same time.
- Choose the character you want to control out of the six individual X-MEN: Cyclops, Colossus, Wolverine, Storm, Nightcrawler and Dazzler.
- Deposit coins and the select screen will appear. Use the joystick to select character and press ATTACK, JUMP or MUTANT POWER button to decide and start the game.
- Control your character's movement using the 8-way joystick and attack enemies with ATTACK button. Press ATTACK button repeatedly to punch, kick, throw, back-attack the enemies. Use JUMP button to avoid enemy attack or defeat enemies from the air. Pressing JUMP button longer makes higher jump.
- Press ATTACK button while in the air for a flying attack.
- Press MUTANT POWER button to use a powerful Mutant Power of each individualistic character.
- Use of Mutant Power will consume 3 units of energy. When the energy left is less than 3 units, a power ball will be consumed instead. A bonus power ball can be obtained for defeating the boss enemy of each stage.
- Your energy will be consumed when attacked by enemies. When it is used up, you will lose one life. The game is over when you have lost all the lives.
- There are 8 stages in all. You can continue the game as many times as you want. Any player can join at any time.

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## CABINET INFORMATION

- (1) Use a multi control upright cabinet with four sets of an 8-way joystick and three function buttons.
- (2) Four independent coin slots are necessary. Start buttons are substituted by the function buttons for each player. (If your cabinet is equipped with four start buttons, they also are effective to start the game.)
- \* If your PCB is "COMMON COIN MECHANISM" version, one or two coin slots are sufficient. In this case, four start buttons are necessary.



# X-MEN 4 PLAYER TECHNICAL INFORMATION (cont.)

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## SELF TEST

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Normal: "OK" will be displayed. Then the game will start.

Abnormal: "BAD" will be displayed and self test will repeat. If "13B BAD" is displayed, switch off and switch on again with TEST SWITCH (on the PCB) pressed.

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## MANUAL TEST

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### (1) HOW TO START

After switching on the power, press the TEST SWITCH on the PCB or on the cabinet, and you will get the MAIN MENU of the Manual Test.

NOTE: Switching on with TEST SWITCH pressed causes the program in the EEPROM to be initialized to default.

### (2) HOW TO RETURN TO THE GAME MODE

Select "EXIT" on the MAIN MENU then press player 1 ATTACK button to return to the game mode.

\*If your PCB is "COMMON COIN MECHANISM" version, use START button instead of ATTACK button.

### (3) ITEMS AND HOW TO SELECT

Use player 1 JOYSTICK to select the desired test and press player 1 ATTACK (START) button to initiate testing. Press player 1 ATTACK (START) button during or at the end of each test to return to the MAIN MENU.

|  |
|--|
| I/O CHECK<br>SCREEN CHECK<br>COLOR CHECK<br>SOUND CHECK<br>MASK ROM CHECK<br>GAME OPTIONS<br>COIN OPTIONS<br>EXIT<br><br>PLAYER1 JOYSTICK=SELECT ITEM<br>PLAYER1 ATTACK/START=DO CHECK |
|--|

### (4) EXPLANATION OF THE ITEMS

#### 1. I/O CHECK

Check all the joysticks and buttons to see "1" when switched on. Press player 1 and 2 ATTACK (START) buttons at the same time to return to MAIN MENU.

#### 2. SCREEN CHECK

Adjust focus, alignment, size, etc. using the cross-hatch screen.

#### 3. COLOR CHECK

Adjust color brightness so that the specified area will be colorless.

#### 4. SOUND CHECK

When "SOUND SCALE CHECK" is selected, a music scale sounds. At "SOUND CODE," push player 1 JOYSTICK right/left to change sound code.


#### 5. MASK ROM CHECK

Roms will be checked one after another, and the message "OK" or "BAD" will be displayed on the screen.

#### 6. GAME OPTIONS

Following screen will appear. Use player 1 JOYSTICK up/down to select the item and push JOYSTICK right/left to modify setting. Factory settings are shown in green and modified results in red. (Settings below are not always the factory settings.) After modification is completed, select "SAVE AND EXIT" and press player 1 ATTACK (START) button to save and return to MAIN MENU.

# X-MEN 4 PLAYER TECHNICAL INFORMATION (cont.)

| GAME OPTIONS   |   |
|--|---|
| PLAYER'S LIFE  | 1 CREDIT 3 LIVES  |
| DIFFICULTY LEVEL   | 4/MEDIUM  |
| MAXIMUM MUTANT POWER   | 9   |
| VIDEO SCREEN FLIP  | NORMAL  |
| SOUND OUTPUT   | STEREO  |
| SOUND IN ATTRACT MODE  | ALL THE TIME  |
| SOUND VOLUME   |  |
| FACTORY SETTINGS   |   |
| SAVE AND EXIT  |   |
| EXIT   |   |
| PLYR1 JOYSTICK UP/DOWN=SELECT OPTION<br>PLYR2 JOYSTICK RIGHT/LEFT=MODIFY SETTING |   |

- ...Select from 1 to 9 lives.
- ...Select out of 8 levels.
- ...Maximum 9 or 3
- ... "NORMAL" or "UPSIDE DOWN"
- ... "STEREO" or "MONAURAL"
- ...Select out of 4 types: "ALL THE TIME," "COMPLETELY OFF," "ONCE EVERY 3 CYCLES" or "ONCE EVERY 5 CYCLES"
- ...Adjust volume level between 0 and 30.
- ...All the settings return to default.
- ...Save the modified settings.

\*If you select "EXIT" instead of "SAVE AND EXIT" after modifying some settings, the message appears; "YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO." When you choose "YES," the screen shows "NOW SAVING" and returns to MAIN MENU. If you select "NO," "NO MODIFICATION" is shown and then MAIN MENU appears.

## (7) COIN OPTIONS

Selecting this item, the screen shows the following options.

| COIN OPTIONS   |                  |
|--|------------------|
| PREMIUM START  | YES 1            |
| STARTING   | 2 COINS 1 CREDIT |
| CONTINUATION   | 1 COIN 1 CREDIT  |
| FACTORY SETTINGS   |                  |
| SAVE AND EXIT  |                  |
| EXIT   |                  |
| PLYR1 JOYSTICK UP/DOWN=SELECT OPTION<br>PLYR2 JOYSTICK RIGHT/LEFT=MODIFY SETTING |                  |

... "NO" or "YES 1" to "YES 4" (The number means the EXTRA coins necessary.)

} Same as above "GAME OPTIONS"



## X-MEN 4 PLAYER TECHNICAL INFORMATION (cont.)

When you want "PREMIUM START" setting, choose the number of extra coins necessary for starting, then decide the coin setting for continuation. The number of coins for starting will be the sum of both numbers. If you do not set premium start, the number of coins necessary for starting and continuation will be the same.

\* If your PCB is "COMMON COIN MECHANISM" version, the screen will be as follows. On the cabinet with two coin slots, coin setting must be done for each coin slot.

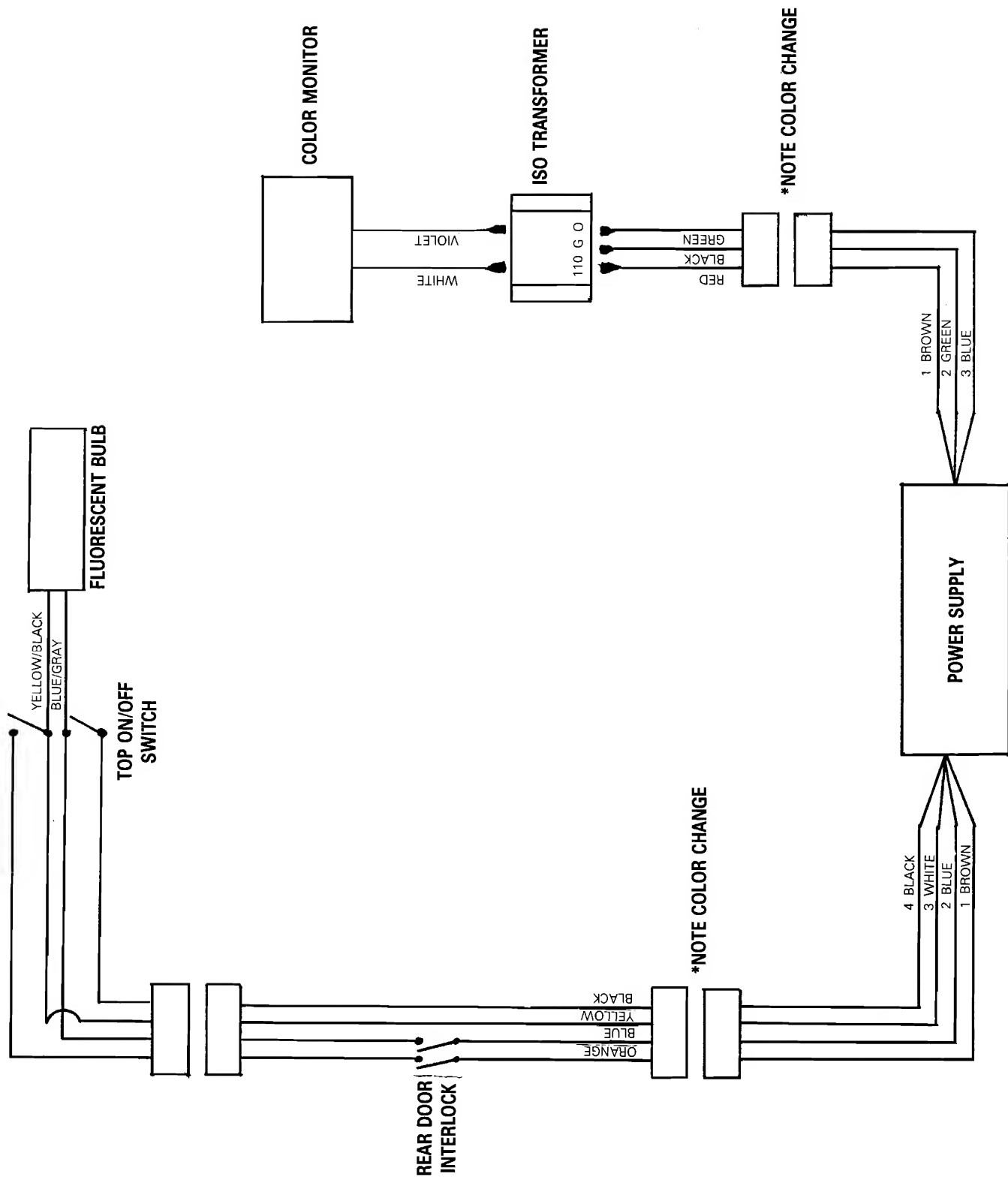
| COIN OPTIONS   |                 |
|--|-----------------|
| FREE PLAY  | NO              |
| COIN SLOT 1  | 1 COIN 1 CREDIT |
| COIN SLOT 2  | 1 COIN 1 CREDIT |
| FACTORY SETTINGS   |                 |
| SAVE AND EXIT  |                 |
| EXIT   |                 |
| PLYR1 JOYSTICK UP/DOWN=SELECT OPTION<br>PLYR2 JOYSTICK RIGHT/LEFT=MODIFY SETTING |                 |

} Same as "GAME OPTIONS"

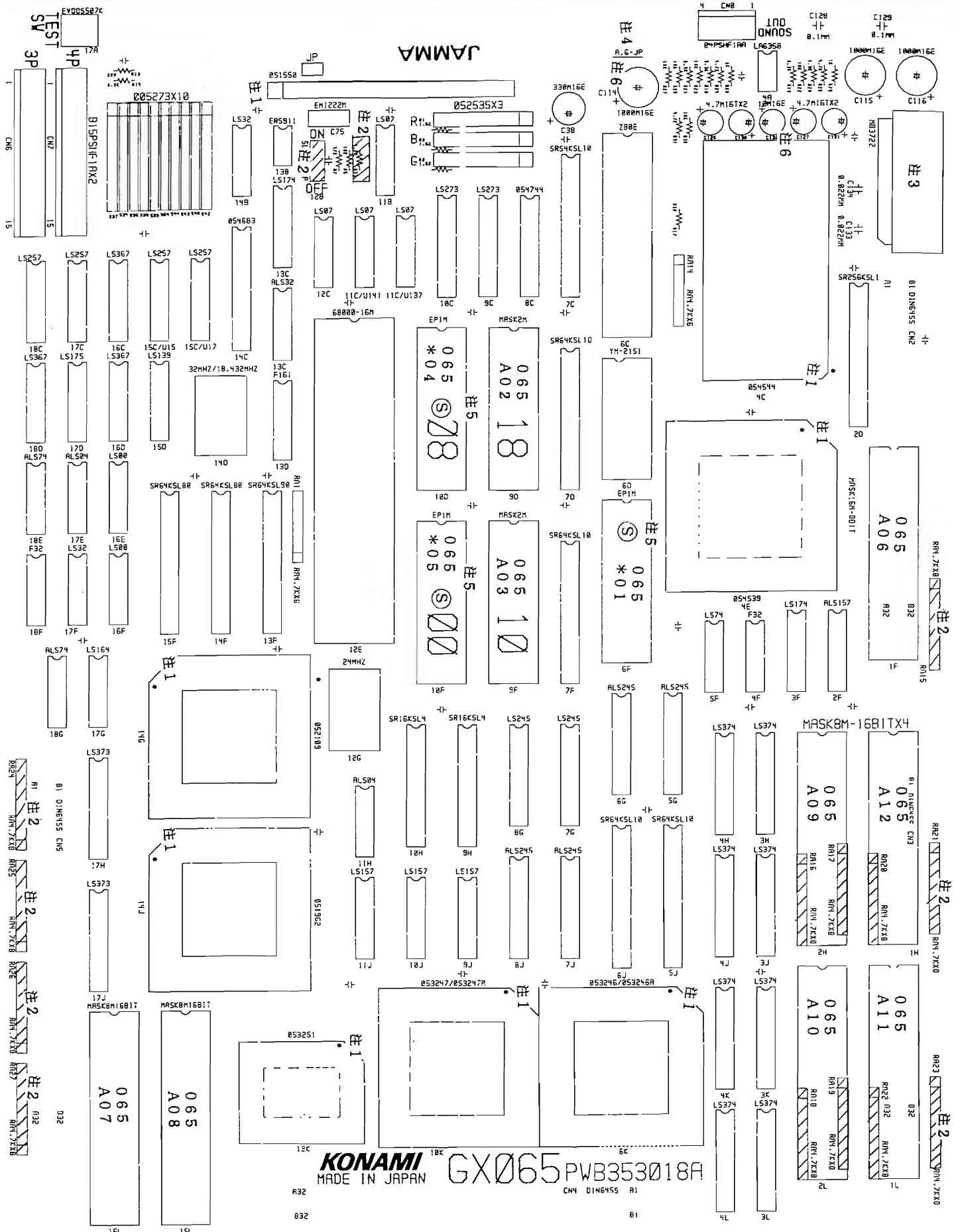
### \*COIN SETTING OPTIONS

|           |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| COIN(S)   | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 |
| CREDIT(S) | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 3 | 5 | 1 | 2 | 4 | 1 | 3 | 5 |

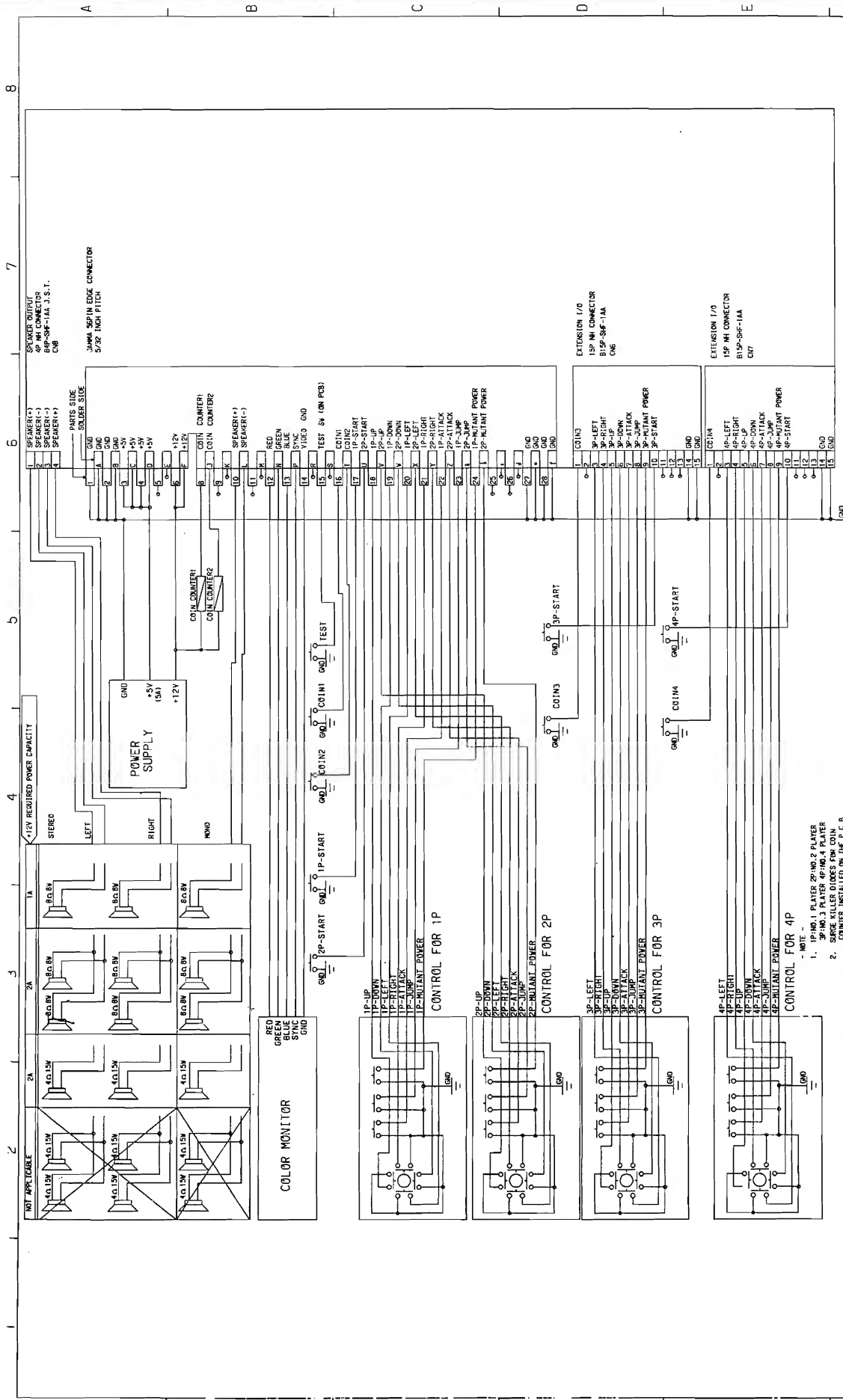
# X-MEN 4 PLAYER A.C. WIRING HARNESS



# X-MEN 4 PLAYER PCB LAYOUT



# X-MEN 4 PLAYER WIRING DIAGRAM



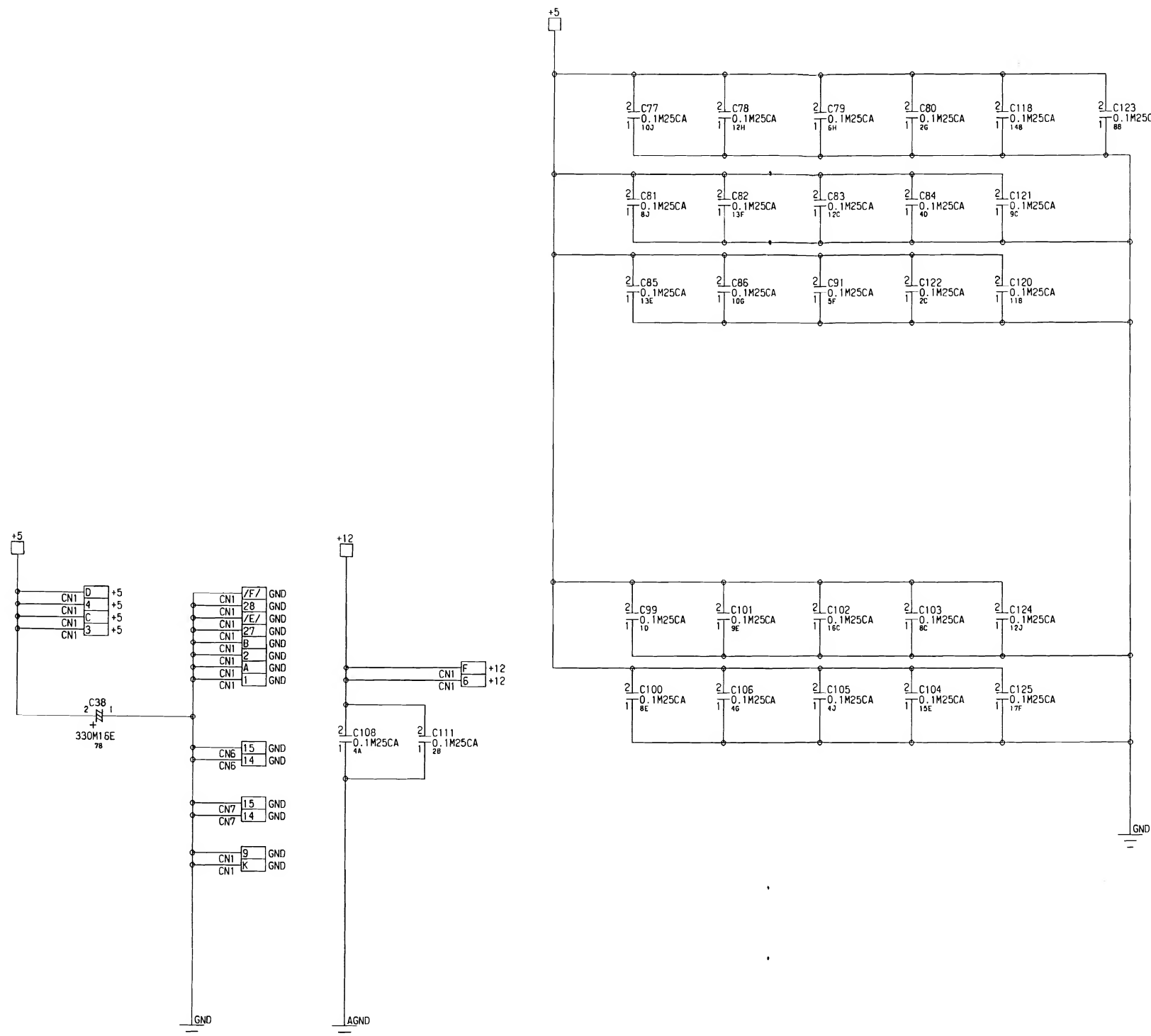
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|-----------|--------------|----------------|----------------|
| DESIGN    | H. MATSUURA  | SUBTITLE       | EX065          |
| CHECK     | Y. KAWAHARA  | PAGE           | 1/1            |
| APPROVE   | Y. KAWAHARA  | CODE NO.       | 353133         |
| SCALE     |              | REG. TYPE      | EX065-UE       |
| TOLERANCE |              | SECURITY LEVEL | NORMAL         |
| DATE      | 1992. 2. 12. |                |                |



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- NOTE:  
 1. 1P, 2P, 3P, 4P PLAYERS  
 2. SURGE KILLER GROUND FOR COIN  
 COINER INSTALLED ON THE P.C.B.



88 CN8  
B4P-SHF-1AA

88 CN7  
B15P-SHF-1AA

88 CN6  
B15P-SHF-1AA

88 CN5  
DIN64SS

88 CN4  
DIN64SS

88 CN3  
DIN64SS

88 CN2  
DIN64SS

88 CN1  
JAMMA

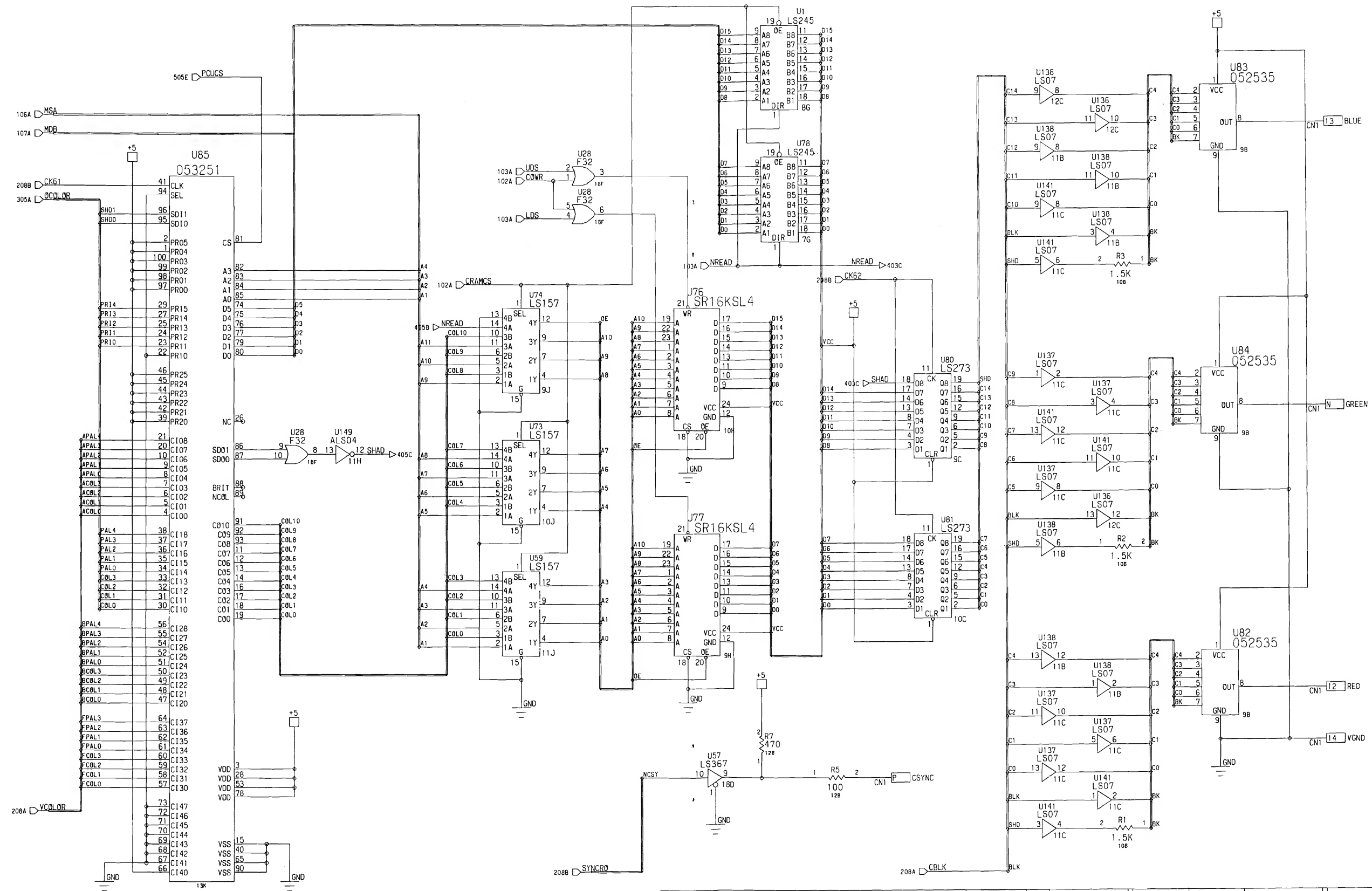
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|---------|-----------|--------------------|----------------|-------------------|
|         | DRAW      | H. MATSUURA        | SUBTITLE       | 70POWER           |
|         | CHECK     | <i>H. Matsuura</i> | PAGE           |                   |
|         | APPROVE   | <i>H. Matsuura</i> | CODE NO.       | 353106A           |
|         | SCALE     |                    | REG. TYPE      | GX065 PWB353018A  |
|         | TOLERANCE |                    | SECURITY LEVEL | CONFIDENTIAL      |
|         | DATE      | 1992. 2.27         |                |                   |

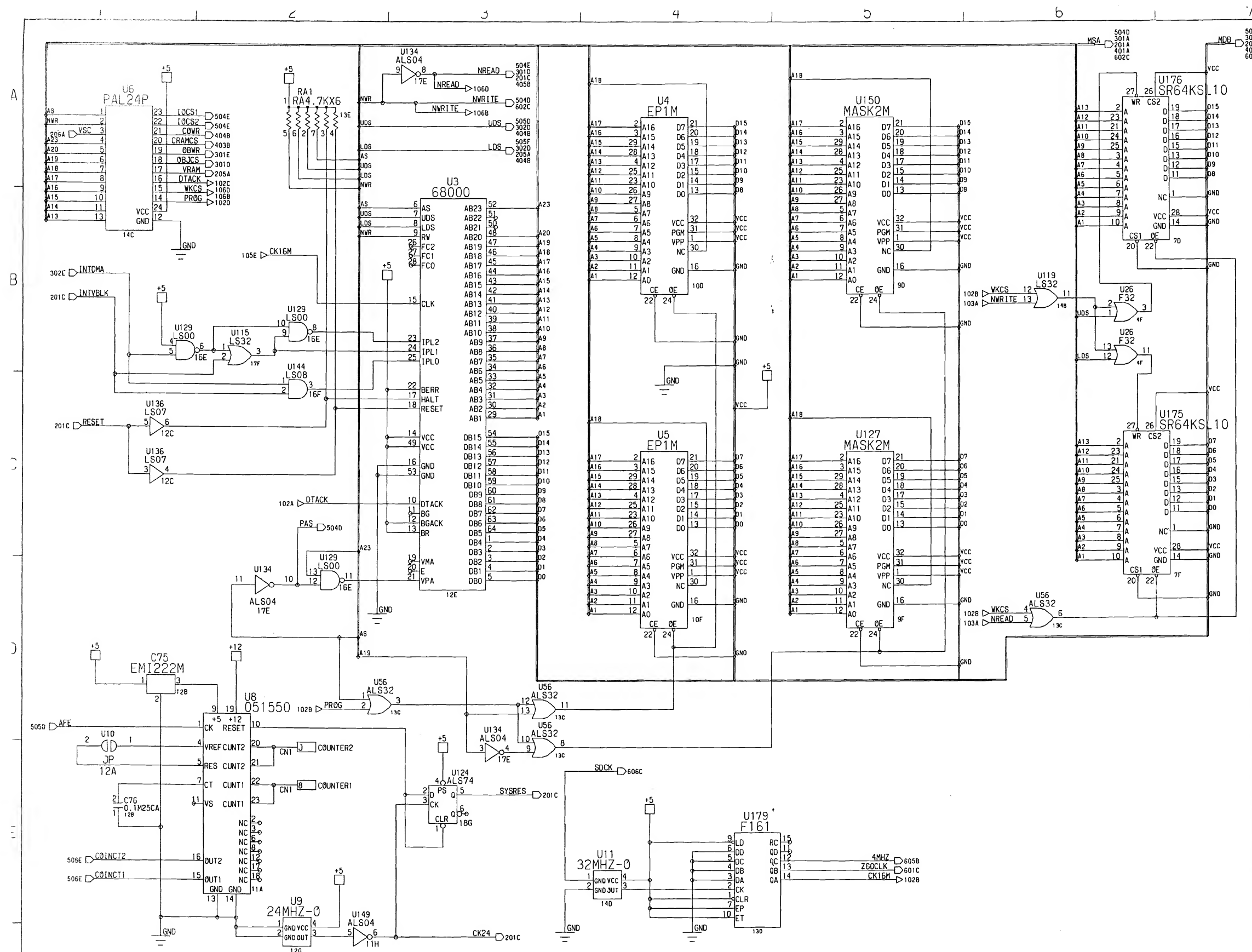




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|         |           |                    |                |                   |
|---------|-----------|--------------------|----------------|-------------------|
| DRAWING | DESIGN    | H. MATSUURA        | TITLE          | SCHEMATIC DIAGRAM |
|         | DRAW      | H. MATSUURA        | SUBTITLE       | 40COLOR           |
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|         | TOLERANCE |                    | SECURITY LEVEL | CONFIDENTIAL      |
|         | DATE      | 1992. 2.27         |                |                   |



# NOTES

VCC(+5V)

VCC(+12V)

GND

JAMMA EDGE 56P

64P DIN CONNECTOR

64P DIN CONNECTOR

64P DIN CONNECTOR

64P DIN CONNECTOR

15P NH CONNECTOR

15P NH CONNECTOR

4P NH CONNECTOR

## KINDS OF CAPACITOR

C : CERAMIC

E : ELECTROLYTIC

M : MYLAR

T : TANTALUM

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|         | DRAW      | H. MATSUURA       | SUBTITLE       | 10CPU             |
|         | CHECK     | <i>H. Matsura</i> | PAGE           |                   |
|         | APPROVE   | <i>H. Matsura</i> | CODE NO.       | 353106A           |
|         | SCALE     |                   | REG. TYPE      | GX055 PWB353018A  |
|         | TOLERANCE |                   | SECURITY LEVEL | CONFIDENTIAL      |
|         | DATE      | 1992. 2.27        |                |                   |



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